

COMMAND SUMMARY CARD

PROJECT FIRESTART™

Project Firestart...

began on February 13, 2066, aboard the research ship Prometheus. Financed by the System Science Foundation (SSF), an agency of the United System States (USS), the project's goal was to produce strong, durable laborers capable of helping Belters mine titanium and iridium on selected moons and asteroids.

Although first generation genetic reshaping is extremely hazardous, it was allowed because the geneticists involved were required to follow strict safeguards guaranteeing tight control over the experiment's end product.

But the Prometheus no longer responds. The safeguards must have been breached. If they have, Firestart is out of control. The SSF has assigned you to clean up the mess.

Getting Started

1. Place the boot disk (Disk 0) face up in the disk drive.
2. Turn on your computer and type **LOAD"EA",8,1**.
3. After the game loads, you'll see background information about the game and be briefed on your mission. If you have trouble loading the game, disconnect any peripherals from the back of the disk drive (i.e., the fast loader, second disk drive, or printer) and try loading again.
4. Follow the onscreen instructions to either review the introduction or begin play.
5. Switch disks whenever the computer prompts you to.

(Note For C128 Users: Be sure your computer is in C64 mode.)

Joystick Instructions

Plug your joystick into port 2. The joystick controls which direction you move and aim your laser; just move the joystick in the direction you want to travel or shoot. Press the joystick button to fire your laser.

When you see text questions at the bottom of the screen (such as "Open Door?", "Use Elevator?", etc.) use the joystick to highlight your choice and then press the joystick button to take the action.

Keyboard Commands

You can give four commands through the keyboard. Press the first letter of a command to gain access to it.

- C** Change Weapons. This command lets you change weapons (if you are carrying more than one) when the weapon you have been carrying is low on power, has no power left, or when you want to switch to a more powerful weapon.
- D** Disk Commands. Use this command to call up the Disk Command screen and gain access to the **FORMAT**, **SAVE**, **LOAD**, or **RESTART** Disk Commands.

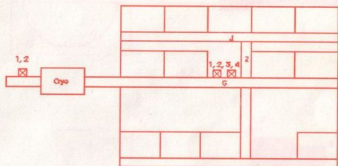
FORMAT lets you **FORMAT** a disk in preparation for using the **SAVE** command (see below). Note: You can use the **SAVE** command only if you have a formatted disk. To **FORMAT** a disk, remove all disks from the disk drive use the joystick to move the onscreen arrow over the **FORMAT** command on the screen and then click your joystick button.

SAVE lets you **SAVE** the game at any point. To **SAVE** a game, use your joystick to move the onscreen arrow over the **SAVE** command and press your joystick button. A message will appear asking you to "Please Choose Game Number". Below this message there will be five boxes numbered 1-5. Use your joystick to move the onscreen arrow over the number you wish to save the game under and click your joystick button. For example, if you **SAVE** a game and click on box 1, that game will be saved as game 1. Only one game can be saved in a box.

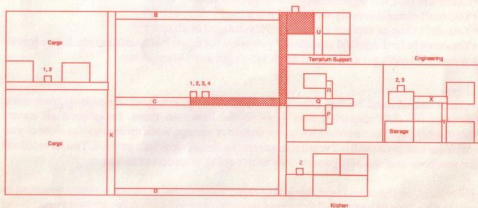
LOAD lets you access **SAVED** games. When you use the **LOAD** command, a message will appear asking you to "Please Choose Game Number". Below the message there will be five boxes numbered 1-5. Use your joystick to move the onscreen arrow over the the number of the saved game you wish to play and then click your joystick button. Follow the onscreen prompts to load disks.

RESTART returns you to the point when you first entered the Prometheus and **RESTARTS** the game.

Maps

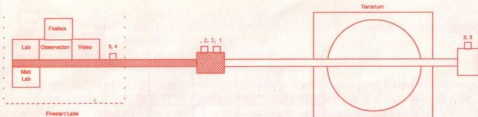


Level 1

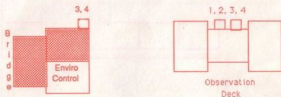


Level 2

SR-17 Shuttle
Range = 40,000 km



Level 3



Level 4

Notes

- You can't carry more than two lasers.
- Lasers are effective against only one target at a time.
- You can't simultaneously move and fire a laser.
- You can't drop or replace a laser until it's drained of all energy.
- You have to find medical attention if you want to regain lost health points. If you ignore a wound, it won't get any worse, but it won't get any better, either.

Tips

• Check out all dead bodies, even the bloody, torn up, mangled, disgusting gross ones. Some of the dear departed may have useful items on them. Investigate all rooms thoroughly, too. To examine a body or a section of a room, walk up next to it as close as you can. Your computer will tell you if there are any interesting objects present. You have to look for weapons and security passes, they aren't going to jump out at you.

• Monsters, on the other hand, are going to jump out at you, so carry as many weapons as you can and try to keep a fully charged weapon near at hand. A hero's best friend is his particle beam.

• Find the radio and stay in touch with home base. They miss you. And if you don't maintain communication, they may miss you entirely.

• Find the ship's computer access points. You can get useful information through the computer that you can't get anywhere else.

The End and Afterwards

When the game has reached its finale, the "The End" screen appears, and you feel the game has come to an unsatisfactory conclusion (such as you suffocated in the airless vacuum of space or met some other fate just as hideous), there are two things you can do. Either turn off your computer and reboot or press D and follow the onscreen prompts to restart the game.

LIMITED WARRANTY

Limited Warranty. Electronic Arts ("EA") provides to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), the following limited warranties:

Media: EA warrants that, under normal use, the magnetic media and the packaging provided with it are free from defects in materials and workmanship.

Software: EA warrants that the software, as originally purchased, will perform substantially in conformance with the specifications set forth in the packaging and in the user manual.

Warranty Information. If you are having any problems with the product, we are happy to help. Please address all correspondence to Electronic Arts, Customer Service, PO Box 7578, San Mateo, California 94403-7578. Or call us at (415) 572-ARTS.

Warranty Claims. To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, a statement of the defect, and your name and return address. To replace defective media after expiration of the Warranty Period, send the product, in protective packaging, postage prepaid, to Electronic Arts, at the above address, enclosing proof of purchase, a statement of the defect, your name and return address, and a check for \$7.50. EA or its authorized dealer will, at its option, repair or replace the product, and return it to you, postage prepaid, or issue you with a credit equal to the purchase price. **THE FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE SOFTWARE PRODUCT.**

Warranty Exclusions. EA EXPRESSLY DISCLAIMS ANY IMPLIED WARRANTIES WITH RESPECT TO THE MEDIA AND THE SOFTWARE, INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. ANY WARRANTIES IMPLIED BY LAW ARE LIMITED IN DURATION TO THE WARRANTY PERIOD. SOME STATES DO NOT ALLOW LIMITATIONS ON THE DURATION OF AN IMPLIED WARRANTY, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

LIMITATIONS ON DAMAGES

EA SHALL NOT IN ANY CASE BE LIABLE FOR INCIDENTAL, CONSEQUENTIAL OR OTHER INDIRECT DAMAGES ARISING FROM ANY CLAIM UNDER THIS AGREEMENT, EVEN IF EA OR ITS AGENTS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

Unless indicated otherwise, all software and documentation is ©1987 Electronic Arts. All rights reserved.